

DEFINITIONS AND ACRONYMS

A great care has been taken to use words with their conventional dictionary definitions. Following definitions are included here for clarification.

3D	=	Three Dimensional
DIY	=	Do It Yourself
Integrated	=	Combination of two entities to act like one
Interface	=	Junction between two dissimilar entities
OEM	=	Original Equipment Manufacturer

While this invention has been described with reference to illustrative embodiments, this description is not intended to be construed in a limiting sense. Various modifications and combinations of the illustrative embodiments as well as other embodiments of the invention will be apparent to a person of average skill in the art upon reference to this description. It is therefore contemplated that the appended claim(s) cover any such modifications, embodiments as fall within the true scope of this invention.

The Inventor claims

1. A holistic game system comprising:

- a) an N sided dice each with a different graphic; and
 - b) (P-1) X N bases, where P is the number of players.
2. The holistic game system of claim 1 wherein each of said graphics is reproduced on N/(P-1) bases.
 3. The holistic game system of claim 1 wherein said graphics are educational.
 4. The holistic game system of claim 1 wherein said graphics comprise geometric shapes.
 5. The holistic game system of claim 1 wherein said graphics are humorous.
 6. The holistic game system of claim 1 wherein said graphics are personalized.

7. The holistic game system of claim 1 wherein N is in the range between 6 and 12.
8. The holistic game system of claim 1 wherein N is 6.
9. The holistic game system of claim 1 wherein N is 8.
10. The holistic game system of claim 1 wherein N is 12.
11. The holistic game system of claim 1 wherein N is 14.

12. A method of playing a holistic game comprising the steps of:

- a) selecting a dice with N sides with each side having a different graphic;
- b) making (P-1) X N bases and reproducing said graphic of said dice on N/(P-1) bases;
- c) randomly arranging the bases on the floor;
- d) explaining the objective and the rules of the game to the P number of players;
- e) casting the dice;
- f) eliminating one base of each graphic; and
- g) recasting the dice and eliminating another base of each graphic and repeating until a sole winner is identified standing on the same base graphic as the latest cast of dice graphic.

13. The method of playing a holistic game of claim 12 wherein said graphics are educational.

14. The method of playing a holistic game of claim 12 wherein said graphics comprise geometric shapes.

15. The method of playing a holistic game of claim 12 wherein said graphics are humorous.

16. The method of playing a holistic game of claim 12 wherein said graphics are personalized.

17. The method of playing a holistic game of claim 12 where N is in the range between 6 and 12.

18. The method of playing a holistic game of claim 11 where N is 6

19. The method of playing a holistic game of claim 11 where N is 12

20. The method of playing a holistic game of claim 11 where N is 12

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